

\*----- STReport International Online Magazine -----\*  
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R.F. Mariano  
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> 02/27/93 STR 909 "The Original \* Independent \* Online Magazine!"  
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- The Editor's Desk	- CPU Report	- PORTFOLIO NEWS
- CT FEST'93 NEWS	- KC SHOW NEWS	- BABBAGES DROPS LYNX!
- CENTIPEDE NEW!	- SERFX2 UPDATE	- MYTHICAL FALCON?
- IDES OF MARCH!	- CIS RATES OK!	- STR Confidential

-\* FALCONS BY THIRD WEEK IN MARCH!?! \*-  
-\* SUCCESS AT WHOSE EXPENSE? \*-  
-\* FALCON040 CONFIRMED! \*-

STReport International Online Magazine  
The Original \* Independent \* Online Magazine  
-\* FEATURING WEEKLY \*-

"Accurate UP-TO-DATE News and Information"  
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\* ATARI EDITION \*

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WHAT'S NEW IN THE ATARI FORUMS (February 26)

#### COMPUSERVE LOWERS CONNECT-TIME RATES

Beginning 28-Feb, hourly connect-time rates are lower for Standard Pricing Plan members when using extended services. The new charges are \$6/hour for 300 bps, \$8/hour for 1200/2400 bps and \$16/hour for 9600 bps access. The monthly membership fee, which includes unlimited connect-time in more than 30 basic services, has increased \$1 to \$8.95 (this pricing change is not applicable in all countries).

FundWatch Online by Money magazine, a powerful mutual fund screening and reporting service, is now part of basic services, which also includes CompuServe Mail, The Electronic Mall, news, weather and sports, member support services, reference and travel services.

Rates for Alternative Pricing Plan members will remain at \$6.30/hour for 300 bps, \$12.80/hour for 1200 and 2400 bps, and \$22.80/hour for 9600 bps. Also, the Membership Support Fee under the Alternative Pricing Plan increases 50 cents to \$2.50.

Members currently under the Standard Pricing Plan will automatically be billed at the new rates starting 28-Feb. For more information on the new rates or to join the Standard Pricing Plan, GO CHOICES.

#### COMPUSERVE CUTS EUROPEAN SURCHARGES

As of 28-Feb, members can access via European CompuServe nodes and pay no communication surcharges during non-prime time (19:00-8:00 local time).

The resulting \$2.20/hour savings is in addition to the reductions in connect-time charges available for all members on the Standard Pricing Plan. For European access numbers, GO PHONES.

#### FORUM MESSAGE CAPACITY INCREASED

CompuServe has enhanced its forum software to allow an increase in the size of messages. The maximum message size was formerly 96 lines or 2,000 characters. With this change, the size increases to a maximum of 10,000 characters. Also, the message board capacity has been increased.

#### CONDENSED WORD PERFECT MANUAL

Download file WP\_MAN.ARC from LIBRARY 17 of the Atari Productivity Forum (GO ATARIPRO) for a condensed WordPerfect manual. The 600 page manual condensed into 92 pages which takes you step by step (Keyboard OR Mouse) through most every text operation. Included are Maps to help you place text at precisely where you want.

#### NEW CENTIPEDE GAME FROM SCOTLAND!

Download file CENTPD.LZH from LIBRARY 2 of the Atari Arts Forum (GO ATARIARTS) for an excellent shareware version of Centipede from Scotland. This game is FULL of bugs (Spiders, Flies and of course, Centipedes!) Great sound, great graphics, great fun! COLOR ONLY.

#### RTS/CTS FLOW CONTROL FIX

Download file SERFX2.LZH from LIBRARY 2 of the Atari Productivity Forum (GO ATARIPRO) for Serial Fix 2 - RTS/CTS flow control with any TOS. This patch for properly handling RTS/CTS flow control in the ST's serial port works on all TOS versions from 1.00 to 4.01. It also includes the TOS14FIX.PRG code for TOS 1.04 and 1.06 users. Use with Atari's eXtensible Control Panel (XCONTROL).

#### SCREEN SAVERS

Download file SAVER1.LZH from LIBRARY 4 of the Atari Productivity Forum (GO ATARIPRO) for a package of 6 shareware screensaver modules for Warp 9, by John Dillenburg. Modules included are Freckles, Pyro Deluxe, Random Lines, Roaming Shapes, Random Shapes, and Fractal Symmetries.

#### LASERJET 4 DRIVER FOR PAGESTREAM 2!

Download file NEWPRT.LZH from LIBRARY 11 of the Atari Vendors Forum (GO ATARIVEN) for the New HP LaserJet 4, HP DeskJet 550c, HP DeskJet 500c, and PostScript printer drivers for Pagestream 2.

THE ATARI PORTFOLIO FORUM ON COMPUSERVE  
HAS BEEN DESIGNATED AN  
OFFICIAL SUPPORT SITE BY ATARI CORPORATION

"GO APORTFOLIO TO ACCESS THE ATARI PORTFOLIO FORUM"

\*\*\*\*\*



Compuserve..... 70007,4454  
Delphi..... RMARIANO  
BIX..... RMARIANO  
FIDONET..... 112/35  
FNET..... NODE 350  
NEST..... 90:21/350.0  
GENie..... ST-REPORT

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STR'S "BELIEVE IT? OR.. WHAT?"  
<>#####<>

"There is no comparison! The Atari Falcon  
is far superior to the PC platform."

Sam Tramiel, 08/92

"My new office, which has a better view than my old one, is so far  
quite satisfactory. And Richard Miller is in my old office. The  
Forbes article was a mish-mash and misconstrued article full of half  
truths. We are anxiously awaiting the release of the Atari Falcon to  
bring us back to the forefront. The article has given us some laughs,  
but otherwise has not affected us."

Sam Tramiel, 08/92

"As I said before, all marketing announcements will be made at  
Duesseldorf. I will not comment on future models of the Falcon.

WE ARE TALKING TODAY ABOUT A MACHINE.....  
WHICH WILL BE SHIPPING NEXT WEEK."

Sam Tramiel, 08/92

"I've just returned from Asia, where I saw the first Atari Falcon  
production coming off the lines. Let's hope this new offering will  
make it in North America. I know that the specs are great."

Sam Tramiel, 08/92

"We have not yet even given the machine to the FCC. And we are only  
applying for Class B approval. According to our "experts", it should  
pass Class B."

Sam Tramiel, 08/92

"..... We are not working for Wall Street but to  
make money for our shareholders and only think long term."

psssst.

FYI.... The Shareholder's equity is fine.... NOT!

The Stock is hovering around \$1.12

CHRISTMAS '92 has COME and GONE...

FALCONS ....anyone?

By the Way.... Does the Falcon work well  
with

any... of the SLM Laser Printers?? NOPE! NOT YET!

\*\*\*\*\*

> ONLINE WEEKLY STReport OnLine  
\*\*\*\*\*

The wires are a hummin'!

PEOPLE... ARE TALKING  
=====

On CompuServe

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compiled by Joe Mirando  
73637,2262

Here we are again. Another week, another handful of questions, answers,  
and advise.

As the targeted March delivery date for the Falcon030 comes ever-closer,  
interest in this new machine is building. I guess I'll have to go out  
and get one of them when they become available just so I'll know what  
everyone else will be talking about. Heck, maybe I can talk Atari into  
donating one to me on the grounds that:

- A) It would help STReport to get a first-hand view of the Falcon,
- B) It would help to show the world that Atari really does want to make a  
good impression on as many people as possible, and,
- C) I'm a heck of a nice guy and I deserve to get a Falcon without paying  
for it! ;^)

Well, let's get to the good part... you know, the questions 'n' stuff.

From the Atari Productivity Forum  
=====

Do you remember when you first started using a computer? That's right, it took you a while to get used to it, didn't it? Then you got a modem. All of a sudden, you had to learn a lot of new stuff. There was the terminal program, the commands for the bulletin board or on-line service, and even programs that you had to use before you could use the program that you just downloaded. The troublesome and dreaded archive utilities seem at times to be the brainchild of some mad scientist bent on keeping us from enjoying our newfound hobby. But after the second week or so, we got used to ARCing and unARCing, LZHing and unLZHing, and now ZIPping and unZIPping. Just incase you've forgotten what those first few weeks were like, listen to Gordon Gooch:

"I hate to sound so helpless, but how do I obtain an initial download , I mean archive/dearchive program if all downloadable versions on the bulletin board are archived. Could someone please direct me to an archive/dearchive program that handles the .ARC format which does not need to be decompressed [Also, If you could provide a simple 1 or 2 line explanation of how to evoke the program I would be most appreciative. Thanks, sorry to be a nuisance."

It sounds like the classic catch-22, doesn't it? You need to unARC a file to be able to unARC a file. Well, thank goodness for self-extracting archives. Albert Dayes of Atari Explorer Magazine tells Gordon:

"That's a good question. There is a self-extracting file (TOS program) that contains LZH and ARC format de-archive programs. ARC\_LZH.TOS is the name of the program I think. The Sysops can tell you for sure!"

Sysop Keith Joins adds:

"ARCLZH.PRГ is the name of the file Albert was talking about. If you want just the ARC utility then ARC602.TTP is available in library 4."

Never one to let things remain unclear to a new user, Sysop Bob Retelle tells Gordon:

"That ARCLZH.PRГ file that Keith mentioned is what's known as a "self-extracting" archive.. it's compressed, and has several different files and documents in it, but it doesn't need a special "de-compressor" to unarchive it..

You just click on the file like any normal program, and it will uncompress itself.. (one thing to watch, be sure there's plenty of room on the disk the file is on, as it will probably more than double in size).

Contained in the ARCLZH file is both the ARC and LZH compression utilities, and a Shareware "shell" program that makes running them a lot easier.

You can run the utilities by themselves by typing in the commands, or use the shell program to make it as easy as clicking on a button...

Be sure to read the documentation with the shell program to get it all set up correctly... in particular, you need to tell the shell program where on your disk the two utilities are located.

The "short form" commands for unarchiving files with the compression utilities is to put the utility and the compressed file on the same disk together, then click on the utility (naturally, use ARC for .ARC files, and the LZH utility for .LZH).

Then in the dialogue box that pops up, just type in:

```
x filename.arc      or      x filename.lzh
```

That will extract all the files in the archive to the current disk.

Let us know if you run into any problems.."

Now THATS what I call a helpful Sysop. Meanwhile, in a conversation about daisy-chaining hard drives (ie installing them on the same "line" from one to the next), Bill Gibson posts:

"My hard drive doesn't have a through port. Can I add one by simply piggy-backing a cable and socket to the circuitry? I know which end of a soldering iron gets hot, so I could try this. Any ideas?"

Tom Mynar tells Bill:

"The first thing is the type of Host Adapter. If you have a pre-built Atari old style (SH204/205, etc.)...you're out of luck. If you have a newer style like in the Megafire 44, you have a much better chance. If you have a Supra or ICD, you are VERY likely to be successful. If you have something like a Haba or other "hardly-well-known", it's unlikely. Yes, you CAN add a connector to the outside to go to another SCSI device. However, you will probably violate your FCC regulations - so be prepared when your neighbor complains (I've never had this problem and we live in a wooden mobile home).

You don't necessarily need to solder anything. Flat ribbon 50 pin cables with multiple IDC connectors are quite common. One goes from the Host Adapter to the drive and then the cable continues out the box. You should replace this "end" cable with a 50 PIN Centronics type connector. Now, when connecting an external device - you have to watch for cable termination. It is likely that your internal drive has some little resistors plugged into it sorta in a socket. Most of the time these are little blue or yellow guys that are single-in-line. After you find them, make sure you remember where the little dot is - that's pin 1. The device you plug in externally should have a terminator. They also make terminators that plug into the 50 pin centronics."



After Hugh Echols makes reference to the "MYTHICAL" Falcon030, Charles Smeton posts:

"What is mythical about the Atari Falcon030 computer? Many developers such as myself have had Falcon030's for several months now. By putting these machines in the hands of developer's, Atari is insuring that there will be compatible software for the Falcon030 when it becomes available to the general public. It is already available in parts of Europe and is expected to be available here in the US in March.

Stores should soon be getting Falcon030's for display and demo purposes also. Toad Computers in Severna Park, Maryland has a Falcon030 on display for the public to see.

One very positive sign that the Falcon030 is out there for developer's to use is that several Public Domain Falcon030 specific programs have started to appear on the various online systems. These utilities take advantage of the DSP and 16bit stereo sound capabilities of the Falcon030.

As more Falcon030's become available I expect this trend to increase a great deal. Also, Atari's International Software Catalog is now out that lists many new programs from Europe that will be Falcon030 compatible.

The Falcon030 that I have has 14 Megabytes of RAM. It is very nice to have 2 Megabyte RAM disks, 1 Megabyte disk caches, 1 Megabyte Speedo GDOS font caches, etc. Multi-TOS, Speedo GDOS and Atari Works should also be available from Atari soon. The Falcon030 also comes with several nice programs such as System Audio Manager, ProCalc, Breakout, Landmines, Talking Clock, CalAppt, Audio Fun Machine, etc. The new Falcon030 TOS 4.0x and Multi-TOS have a 3D user interface that makes Windows look pale by comparison. The Desktop now has color icons that can change completely when selected, giving an animated look.

If you can wait a little longer, I think that you will be impressed with this computer and know that there is no myth about it."

And in another post, Charles offers these tidbits:

"I have heard that there is a company working on a SCSI-2 to SLM interface box that will replace the current ASCI interface or work with it to allow the] SLM Laser printers to work with the Falcon030 and future machines that lack the ASCI (DMA) port.

I do think that once the SLM problem is solved, the replacement of the ASCI port with a SCSI-2 will be for the better in the long run. This will allow devices such as SCSI hard drives, SCSI scanners, SCSI CD ROMS and SCSI Floptical Drives to be used with out a host adaptor, just a simple SCSI-2 cable.

A Floptical Drive could be connected to the SCSI-2 port to act as the second floppy drive and also provide the 21 Meg Floptical and 1.44 Meg High Density capabilities. It is also possible to buy plain SCSI based Floppy drives, but the price difference between a SCSI Floppy and the

Floptical is probably not that much.

Since I don't have an SLM Laser printer and also don't have an external floppy disk drive, I might not have the perspective of someone who uses these devices daily and depends on them.

On the other hand, the Falcon030 does allow me to connect it to my VGA monitor, SC1224 Color Monitor, SM124 Mono Monitor, a television or Composite Video monitor. I can plug in Stereo speakers directly into it and Stereo Microphones to do audio recording and playback. I can hook my existing Syquest and Maxtor hard drives to the SCSI-2 port by using a SCSI-2 cable in place of the host adaptor, if I need more disk space than the internal IDE drive has (the IDE interface inside the Falcon030 can support large capacity 2.5" IDE hard drives available, such as 300+ megabyte models) available.

As not every issue is black and white, I guess everyone has to weigh the pluses with the minuses and make a decision that is best for their own situation."

Finally, the guy who started the conversation with the word "mythical", answers Charles:

"Actually Charles, I'm impressed already! I'd really love to buy one but it looks like I'll have to buy an airplane ticket to do it. The nearest ATARI dealer (not counting 8-bits at TOYS-R-US) was over 2 hours away in Atlanta. Guess what, he quit carrying both the ATARIs and AMIGAs because when someone ordered one he could never get that model from the factory. I TRIED to buy a MEGA ST, but the best he could do was get one through Chicago dealerships (or resort to mail-order, which I could do. I will refer to the Falcon as mythical until I actually see one on a shelf somewhere. In a catalog isn't good enough (I have a sears business catalog with the equally well-distributed ATARI 1450xld 8-bit in it)."

Who says that computers users are all serious? Well, this next post, and the ones answering it, show that we computer geeks enjoy a good riddle as much as anyone. Toli Vavaskos posts:

"I know this is not the appropriate forum for a riddle, but I assume there are a lot of good thinkers among you. So here goes:

You've got 12 balls. 11 of them weigh the same. One of them has a different weight but we don't know if it's heavier or lighter than the others.

You've got a balance that you may use three times only. How do you find the different ball?

This riddle puzzled me for quite some time and I still can't find the answer. Reply if you know it."

An interesting diversion, isn't it? Being the light-hearted jokster that he is, David Hagood takes a stab at it:

"The way you solve this is to realize that the scale divides the balls into three sets: those on the left of the scale, those on the right, and those that aren't weighed. What you do is assign each ball an "address" that is three trits (a trit is a trianary digit, analogous to a bit but it may take on three values). Number the balls 1-12, the addresses are:

ball #	t1	t2	t3	ball #	t1	t2	t3
1	A	A	A	7	B	A	A
2	A	A	B	8	B	A	B
3	A	B	C	9	C	B	C
4	A	B	A	10	C	B	A
5	B	C	B	11	C	C	B
6	B	C	C	12	C	C	C

Now, do three weighings: for each weighing place the balls with A's on the left of the scale, balls with a B on the right, and balls with a C don't get weighed. For the first weighing, use trit t1, for the second weighing, use t2, etc. For each weighing, record the result: A = left was heavier, B = Right was heavier, C = balanced. Now, try to match that to a result in the table. If you find a match, you're done (also, the ball is heavier than the rest). If you don't find a match, change all the A's into B's and try again (and the ball is lighter than the rest)."

Does that David know how to have a good time, or what?

Ah, the time of winter when the novelty of snow and cold has worn thin and a young man's fancy turns to thoughts of.....golf. Peter Joseph sends up an electronic flare:

"HHHHhheeeeeeeeeeeeeeeellllllllllllllppppppppppppppp!!!!!!!!!!!!

Forty-two (42) inches of snow in three weeks time!! I can't stand it!! I can't believe it!! I can't SEE!!! Seven foot snowbanks!! Broken tree limbs!! EVERYTHING'S WHITE!!!! What the hell happened to colors??!!

Excuse me please, but does anyone know of a great golf game for the ST? Something along the lines of 'Links' on the PC. Thanks.

< now where'd that damn shovel go? >"

Hang in there, Peter. Spring is on its way. Philip Payzant tells the poor guy:

"Sorry about your snow. Here in Calgary it is minus 15 F, but there is only a skiff of snow. I used to live in Nova Scotia tho', so I know about the BIG dumps!

I've never played any PC golf games, but the best one I've played on an ST is MicroProse Golf. The interface is very intuitive and non-invasive, and you could probably play the game after only a few minutes with the manual, despite it being huge! I'm getting a little cabin fever myself, so maybe I'll go for a round too!

Actually, I just played 18 holes at one of those indoor golf places (where they project an image of your favorite golf course on a screen and you hit into it) and got a 78! Not bad for an old duffer like me."

Peter tells Philip about an interesting idea:

"Interestingly, my cousin recently came back from an indoor golf place and we talked about going sometime. With all this snow, that seems a lot more inviting. I didn't know Microprose had a golf game. That same cousin recently got Links for his PC and it's very realistic. The manual tells how the writers spend months working on the courses, actual courses like Torrey Pines, Pinehurst, Dorado Beach and a bunch of others. They take aerial photos and all kinds of measurements and stuff and the courses and gameplay are very realistic; right down to the damn bird that occasionally tweets in the middle of your swing and throws it off completely. You can shut off the background stuff too. Only problem is, the game will hang up during screen draws sometimes. Sometimes it happens more than once in one screen draw. It always comes out of it in about fifteen seconds, but it really sucks, er I mean slows the game down a lot. Maybe it's because the game maxes his memory out or maybe it's just one of those PCrap things."

From The Atari ST Arts Forum  
=====

John Amsler asks:

"Hasn't IBM thrown down the gauntlet and hamstrung itself with its insistence that each new computer maintain upward compatibility with the original IBM PC? Given that, can they really knock off Apple, Atari, and Commodore over the next 20 years and end up the only computer around?

Personally, I'm hoping that the future belongs to Motorola platforms ... even if that means that Atari will have to share the limelight with Apple.

I've used Intel/MS-DOS/Windows platforms ... and I just don't like them. I like Atari and TOS! (Especially with Warp 9! <g>)"

Sysop Bob Retelle tells John:

"John, the "backwards compatibility" that has hurt performance in PCs up till now is finally beginning to become much less of a hindrance.

The systems are so fast now, and have such tremendous resources available to them that it's less a matter of maintaining full compatibility, and more an "emulation" of the earlier machines.

While there was no way a '286 could run an "8088/86 emulator", a fast '486 or Pentium could easily do that in software, with no need to "cripple" the system..

From OS/2 you just open a "DOS Window" and run your old PC programs in it."

John replies:

"Huh! That's juST like with TOS 1.0, 1.02, 1.04, 2.06, and 3.06! <g>

(Have you heard anything about how things are coming along with the manufacture [& distribution] of the Falcon? One of my friends -- a dyed-in-the-wool MS-DOSer -- would buy one NOW if they were available. All I did was show him the brochures from COMDEX and give him copies of extracts from the fora here ... and he's sold!)"

Jim tells John:

"I suspect we'll know more about Falcon deliveries after the 5th of March, when Bob Brodie makes his next "public appearance." Watch ZNET for the transcript of his conference.

Lots and lots of folks are starting to ask the question about March deliveries, so I am sure it will come up.

No dealers have announced receiving their dealer demos yet. Except Toad Computers, but they got theirs as a developer, not as a dealer. The dealer units are supposed to ship first, followed by order filling."

Continuing a conversation about accelerated machines and Intel DX2 chips, Bob Retelle tells John Amsler:

"The DX2 chips are just one CPU chip..

It works like a MegaSTe.. you double the clock speed to the CPU chip, but run the rest of the computer at the old normal clock speed.

Anything that runs inside the CPU chip and its RAM cache runs twice as fast, and anything that runs outside the CPU runs normally.

Thus you don't end up with an overall improvement of 100%, but somewhere in the area of a 50% speed increase.

A lot of how much speedup you see depends on how the individual program you're running uses the system.. lots of CPU activity means a faster execution, while a lot of I/O means less speed improvement.

The business about 2 CPUs was the marketing "sleight of hand" with things like the Lynx.. it has 2 8bit CPUs in it, so they call it a 16bit machine.

(Maybe I shouldn't use "marketing" and "Lynx" in the same sentence...  
:)"

From The Atari Vendors Forum  
=====

For a while now, some people have been having problems with getting ICD's  
THE LINK to access certain "floptical" drives. Roger Nelson tells us how  
to beat the problem:

"I found the solution. ICD has an upgrade to their LINK floptical  
driver that allows you to partition and make bootable the floptical  
drive. Once I was able to install spectre on a small C partition and  
my mac system software and a 20 meg D partition, using the Floptical  
was EASY! Yes -- you can use the Floptical Drive with the GCR, Not as  
fast as a hard drive, but with a lot more room (hence a lot less disk  
swapping) than with a floppy only system. Was it worth the money?  
What was the question again? :^)"

Meanwhile, over in CodeHeadland, Jody Golick tells CodeHead John Eidsvoog:

"Just for the record, I'd like to see an auto-park function added to  
W9 too.

..And as always with gratitude for fine work and great support..."

And Greg Mee tells CodeHead Charles F. Johnson:

"I think I found a bug (feature?) in Warp 9.

Bring up Laser C 2.0 Go straight into the RCP program Call the Warp 9  
accessory Load a screen saver module Get a laser C alert box saying  
"68000 exception 02" This requires a cold boot to restore the system.  
I did the above a second time to verify this.

My system is: ICD hard disk bootware 5.2 Auto folder:

g+, ICDtime, Warp 9, Hotwire 3.0, UIS 3.0 ACCessories:

g+, multidesk 3.4a, UIS 3.0, Jet-on, EdHack 2.05, Warp 9 ACC 1.4

Is this a bug? Does the laser C shell do weird stuff?"

Charles tells Greg:

"Unfortunately, the Laser C shell does indeed do some weird stuff;  
it's several years old and hasn't been updated/fixed.

In any case, it's usually not a good idea to load/unload screen saver  
modules while inside a program. Because of the way TOS's memory

management systems work, when a desk accessory like the Warp 9 Control Panel allocates memory (as it must do when it loads a module), that memory is "owned" by the current active process -- in this case, Laser C. When you quit Laser C, that memory will be deallocated but the Warp 9 CP won't know about it -- which means that a crash will be likely in the near future. For this reason, we recommend loading and removing Extend-O-Save modules only from the GEM desktop or from the HotWire screen (if you use HotWire)."

From The Atari Portfolio Forum  
=====

Sysop and one-man program factory, BJ Gleason tries to tantalize us with:

"It's coming...

And it will be here soon!...

Its Coming....

How would you like to use a full size keyboard on your Portfolio?

It's Coming.... soon...."

Peter Bennett tells BJ:

"Aaaargggh, I hate being kept in suspense!

When, when, when, when, when!!!"

BJ tells Peter:

"Real soon now...

Keep watching this channel..."

Gee, I think that maybe BJ has been too involved in the Atari world... I guess I'll have to send him one of my special Pins with letters "RSN" (Real Soon Now) with a barred circle around them!

David Stewart asks:

"Really? Can you connect it straight into the Port, or is it some kind of serial port connection, or what? Tell us more, tell us more! And soon (I've got a deadline coming up!)"





More Vendors!  
More Floor Space!

Yep, that ACT Atari Group is running another major NorthEast computer event. Last year's successful CT Fest had over 700 attendees, which merited a larger location, so we've moved a mile away (exit 42 on I-91) into bigger and better quarters. We're just as convenient to reach as ever, and only two hours from Boston or New York! The new hotel has excellent room rates (\$35.00 per room), free and plentiful parking, easy access from Interstate 91, I-95, I-90, I-84, I-80, an in house Sports Bar, a bigger ballroom and is located just 1 mile from Bradley International Airport (free shuttle service for hotel guests).

We expect that an even greater number of vendors this year, surpassing the excellent turnout of the past shows. We already have tentative commitments from A&D Software, Gribnif Software, Barefoot Software, Toad Computers, Computer Studio, Baggetaware, Derric Electronics, E.Hartford Computer Repair, MegaType Software, Wizztronics and GFA Software Technology. Last year we had FOURTEEN user groups, this year we should have even more (We also expect an exciting 8 Bit contingent)!

We'll have our annual New England Lynx Competition, with multiple Comlynxed competitions underway at all times. Last year's winners took home prizes ranging from games to accessories to complete Lynx Systems! Bring your best player and join the fun.

We'll have the Portfolio Corner, staffed with industry pundits and filled with every imaginable palmtop peripheral! Last year we had a few Portfolios disassembled at the booth, a real insight into surface mount technology!

For those of you with an eye towards seminars, we'll have them in abundance, last year's question and answer session with Bob Brodie drew standing only crowds! In addition, we had John Eidsvoog's walk through the Codehead graphic tools, Jeff Naideau of Barefoot Software showing off EdiTrack Platinum, Dave Troy of (Guess[ribbet]) Computers and many, many others.

And to top things off, come out and see the Falcon 030 in all its glory. By then we expect to see some rad new programs out and some really excitement! All in all, we hope to have the best Northeast show yet, and we look forward to your participation. Make your plans now for the most exciting Atari Weekend this spring!

For further information, call Brian Gockley at 203-332-1721 or Doug Finch at 203-637-1034. We can also be found on GENie in Category 11 or on Compuserve in the Atari arenas. E-mail can be directed to B.GOCKLEY or D.FINCH7 on GENie or to 75300,2514 or 76337,1067 on CIS.

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IMPORTANT NOTICE!  
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STReport International Online Magazine is available every week in the ST Advantage on DELPHI. STReport readers are invited to join DELPHI and

become a part of the friendly community of Atari enthusiasts there.

#### SIGNING UP WITH DELPHI

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Using a personal computer and modem, members worldwide access  
DELPHI services via a local phone call

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-----

Via modem, dial up DELPHI at 1-800-695-4002

then...

When connected, press RETURN once or twice

and...

At Password: type STREPORT and press RETURN.

DELPHI's Basic Plan offers access for only \$6.00 per hour, for any  
baud rate. The \$5.95 monthly fee includes your first hour online.

For more information, call: DELPHI Member Services at 1-800-544-4005

DELPHI is a service of General Videotex Corporation of Cambridge, MA.

Try DELPHI for \$1 an hour!

For a limited time, you can become a trial member of DELPHI, and  
receive 5 hours of evening and weekend access during this month for only  
\$5. If you're not satisfied, simply cancel your account before the end of  
the calendar month with no further obligation. If you keep your account  
active, you will automatically be enrolled in DELPHI's 10/4 Basic Plan,  
where you can use up to 4 weekend and evening hours a month for a minimum  
\$10 monthly charge, with additional hours available at \$3.96. But hurry,  
this special trial offer will expire soon! To take advantage of this  
limited offer, use your modem to dial 1-800-365-4636. Press <RET> once  
or twice. When you get the Password: prompt, type IP26 and press <RET>  
again. Then, just answer the questions and within a day or two, you'll  
officially be a member of DELPHI!

#### TOP TEN DOWNLOADS (2/24/93)

STREPORT 9.08

DAVE SMALL SEZ

Z\*NET FEBRUARY 14

AEO 0204

VIEW132D

FRACLAND.LZH

KALEIDOSCOPIC

BOB BRODIE'S FEB CO

INSECT.LZH

DMBANNER

All of the above files can be found in the RECENT ARRIVALS database for at  
least one week after the posting of this list. Please Note that in the  
case of online magazines, only the most current issue in the database at  
the time of this compilation is considered for the Top 10 list. Also, for  
all files, a submission is eligible for the Top 10 list for only four  
weeks after its original uploading.

DELPHI- It's getting better all the time!

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> KC SHOW NEWS STR SHOW NEWS  
      " " " " " " " " " " " " " " " " " " " " " "
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## A Date Change..

KANSAS CITY ATARI CONNECTION IS PROUD TO ANNOUNCE AGAIN...  
KANSAS CITY ATARIFFEST '93

As we had a conflict of dates with two other long running shows, we have moved our show date to remove this conflict. The new show date is listed below, we are sorry for any inconvenience this has caused. The location is the same. The location for the show is Stadium Inn, 7901 E 40 Hwy., The date of the show will be June 26th and 27th. Ticket prices at the door will be 5.00 dollars each day. Advance tickets will be 4.00 dollars each, for advance tickets, please send 4.00 dollars per ticket to: Kansas City AtariFest, P.O. Box 1653, Lee Summit, MO 64063 or if you belong to a user group please mail a request for a user group information pack.

To make room reservations please call 1-800-325-7901, we are also working with a local travel agent to get special airfares for the show. You may call 1-800-874-7691 to take advantage of the special fares.

For more information please leave Email as follows; GENie, B.welsch, B.Frazier2, J.krzyosztow, for CompuServe, Leave for Jeff Krzyosztow at 74027,707, for Delphi, Bobtrow or you can call (816)224-9021, or mail to the address listed above.

We hope you will join us to welcome the following companies; Cali-Co software, ICD, MissionWare Software, Fair-Dinkum Software, Systems For Tomorrow, New Dimensions Computer Center, Electronic Spinster Graphics, Compu-Seller West, ChroMagic Software, Paul's Software, The Codeheads, Clear Thinking Software, S.K.Ware, and a lot more!! Watch for updates to this list or check our Genie topic (cat 11 topic 11)

Bruce Welsch  
KCAC Special Events Coordinator

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> IDES OF MARCH! STR FOCUS!  An essay about the current times...
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PLEASE, NOT ON THE IDES OF MARCH!!  
or  
MRS. CAESAR, CAN JULIUS COME OUT & PLAY?

by Dana P. Jacobson

Don't ask me where I came up with that title; it just came to me after recalling a message I read on my BBS asking when in March Atari planned to release the Falcon.

March 1st is around the corner. Bulletin boards and online service are buzzing with anticipation, and hesitation. My nearest Atari dealer is asking users, trying to get some clue, how many people will be buying the Falcon030 when its available. Perhaps he's trying to get an idea how many to pre-order? Response, surprisingly, hasn't been overwhelming (locally).

I haven't been around in the pages of STReport for a number of weeks. Things have been hectic at work, a few story ideas fell through, distractions on GENie with regard to STReport, a few online debates - those kinda things. My mind hasn't been into much writing lately. But, time goes on...

So, when do you expect to see/hear Falcons available? I have no idea, except sometime in March. What dealers will have them. Will all existing dealers have demo machines? Again, my nearest dealer hasn't heard a peep from Sunnyvale. It's a well-kept secret which really shouldn't be. Who is Atari aiming to market the Falcon? MIDI users? New computer users? Existing Atari userbase? Unsatisfied IBM, Mac, Amiga users? All of the above? None of the above? Is there a marketing plan, just waiting to be sprung on the general public and surprise everyone? The anticipation is driving many crazy! We're all hoping for the best but cringing at the possibility of "business as usual."

Many people, all current Atari users, that I have talked with since the first of the year are non-committal about the "fate" of Atari and the Falcon. Will they buy one? Not right away, 99% of them have said. Why? They're taking a "wait and see" attitude. Is it apathy for the company? The machine? No, apathy is really too harsh. Most would characterize it as hesitance. They want to see what happens in the first few months after the Falcon is released. Will there be any marketing? Will there be new dealers all over the country? Will there be more developers with programs ready to launch soon after the Falcon is released? Will there be support, in general? People I've talked to just aren't committed to make a commitment with a new machine from Atari, not any more. We're talking anywhere from a \$800 - \$1500 investment on a company that hasn't truly supported its userbase for the past few years with any degree of seriousness. These people aren't willing to take another chance on something they're not sure Atari is prepared to go that extra mile to support. Not with Atari's past performance record. Not with the economy still shaky.

It's really disheartening to hear so many former devout Atarians talk like this, myself included. I want to get a Falcon; I'm still using two upgraded 520 STs, vintage 1985. I want the extra power of the Falcon; and

I cringe at the thought of possibly putting more money into my existing systems to get more speed and memory. But, I then think about having MultiTOS and up to 14 megs of RAM - my mouth waters. And, then think about all of the other goodies packaged with the Falcon! Take out all of the audio and video enhancements I'd have with the Falcon, since I'm not planning to really take advantage of those features. What's left? Well, still quite a bit. But, do I really want to make this kind of investment at the present time? I wish that I did. Again, I and many others want to see what happens. We want to see some of that same enthusiasm that Atari garnished back in 1985 when the ST came out. We want to see the Falcon succeed by having new users get a taste of what we've experienced with the joy of owning Atari computers all these years; and have that excitement generate a lot of positive things. I'd love to see the Falcon help generate some revitalization of user groups again. Atari magazines with plenty of willing advertisers. Multi-platform magazines with Atari coverage. Dealers! Software! Developers! Service! The list can keep on growing.

I will do whatever I can to promote the Falcon and Atari with my continued activity in STReport. I will continue to write about Atari machines in my user group newsletter, and at user group meetings. I'll continue to purchase new software as the need (and product) presents itself. But, I will hold off on my Falcon purchase until Atari and the Falcon shows me that this time, it's different.

Speaking of "this time it's different", I wanted to make a few comments about the possibility of MultiTOS being released to the public as freeware/shareware/whateverware. I want to applaud the efforts of Atari's Bob Brodie and Bill Rehbock for wanting to try and get MultiTOS out to the users, free, one way or another. This is certainly a positive track to take, allowing the userbase to get a hands-on feeling for some of the power available on the Falcon without having to buy one first. It's true that most users won't get the feel of the full potential of this multi-tasking system, but some feel is better than none.

The thing that does bother me is the possibility that it will be free, but exclusive to one online service (initially) and then on to the others. It's true, GENie is the official Atari online support area. It's true, Atari would gain some revenue from the downloads. It's true, GENie users would most likely find answers to questions and/or problems on GENie a lot faster than another service. I'm not impressed.

Before you start to say "Oh, he's just mad because STReport is banned from the Atari RT," or "Oh, he favors another online service over GENie and would rather get it there" - that's a lot of bunk. This is not a STReport/GENie issue, nor is it one service over another issue. What it really is, is why aren't all Atari users given the same opportunity at the same time? If most users prefer GENie, they'll download the file from GENie. It's more politics, pure and simple.

Now is not the time for Atari to segregate the userbase; it's splintered badly as it is, with support hard to come by these days. What a perfect opportunity for Atari to do something extremely positive for the Atari community; what an incredible public relations coup this would create. Brodie has the right idea: give it to them. But go all the way: give it to all of them, and at the same time. Why play around with a 1,2,3,4-week potential exclusive? Why make those who don't use GENie wait? It may make sense to some at Atari and GENie, business-wise; but it will not make sense to many Atari users who don't have access or may be able to download it faster, cheaper, more conveniently from other sources.

Yes, that would mean private bulletin boards as well.

Of course, all of these opinions (shared by many other than myself) may all be for naught. Nothing has been firmly decided yet. For all I or any of us know, MultiTOS may become a commercial product. I hope not, but it is possible. But, I feel that since the possibilities exist for a free release and restricted to one service for x-amount of time because of the discussions I've seen on all three service; it's important that the users have a right to speak their opinions out loud to give Atari some feedback how we feel, about any topic that seems relevant to our needs, wishes, and views. It's certainly something to think about until we learn what the final distribution plan might be. Wait and see seems to be the norm for the moment...

Since I mentioned earlier the problem of STReport being banned from the Atari RT area on GENie; and not much has been discussed about it in STReport lately, let me put in my 2 cents worth. Actually, it's not a problem \_for\_ STReport, but for the users who actively looked for STReport weekly in the RT. All that STReport and some of its editorial staff "lost" were its free flags, a support area for our GENie readers to discuss various topics, and an active distribution outlet. The Atari RT lost some revenue through lack of download time; and it also lost some members to other services. Is this loss significant? I have no way of knowing. I would surmise that no business wants to lose any business, but it happens daily. I'm sure that it was a calculated risk on the Atari RT's part, and deemed acceptable. STReport has been expendable for quite some time, and finally it happened.

I'm sure that the "final straw" was the ABCO problems, seemingly compounded because of the weekly ad in STReport. Was it the only reason? Of course not. The Atari RT has been at odds with the editorial content of STReport for years. It has been at odds with the publisher for years. This has been shown in both public and behind the scenes activity. What has been pointed out to me on numerous occasions, by many people, is that no one has to agree with the contents of STReport, editorial or otherwise, at any time. What they do have to agree on is the right for it to be said. For STReport to be banned from the Atari RT opens up the door for other online magazines, or even users, from being banned for the contents they present, or the opinions that they express online. Is this discriminatory? You bet. If STReport isn't allowed to have an editorial stance, why should any other online magazine? Just because the other magazines don't ruffle any feathers as much as STReport? Just because the others don't fight back when they see an injustice with regard to its content? Many times I have heard someone say: "I have the right not to agree with what you have to say, but I'll fight for your right to say it" (yelling "FIRE" in a crowded theatre excluded). So, take away Ralph Mariano's views and how he presents them, editorials and the like; what's left that's causing problems with the Atari RT? The ABCO ad.

Is GENie and/or the Atari RT responsible for existing and potential problems of ABCO customers? I don't think so. Have any of the existing ABCO problems occurred because a GENie user placed an order specifically because they downloaded an issue from GENie, saw the ad from that same issue, and decided to place an order? Have the ads been false, or is this a case of goods being ordered and not delivered? How is GENie or the Atari RT possibly responsible? If I buy software from a dealer and the disk is bad, is it the dealer's fault? Should all software from that dealer be tossed out because of the possibility that more disks may be defective? Should the dealer be ostracized because a bad disk was found at his store? Fine, if the dealer wants to warn his customers that a

disk(s) have been found to be defective, be forewarned it might happen again, and it might not. There are ABCO customers who have not had problems with orders, so there's no guarantee that every order will result in poor results. If the Atari RT is overly concerned, then issue a statement or disclaimer. Obviously you cannot say not to order from ABCO, but you can say that there have been some problems and that GENie and/or the Atari RT is not responsible for any advertising online - whether it be in magazines, messages, or the classifieds areas. That should take any responsibility off of GENie's back. Post the disclaimer within the sign-up information so it's seen the first time a new user signs up.

So, where does this all lead us? Probably nowhere. It's my opinion that this entire issue is more personal, but covered up with a perceived over-reaction to a problem that can be easily rectified. Smoke and mirrors - is that the preferred terminology for these actions? I think so. Why else would STReport be banned from one service and no mention of it not being supported on any other service or bulletin board? The games continue...

Well, enough of this. I'm looking forward to some other projects for these pages rather than discussing things that have been going on for too long. Have you seen the game OXYD from Dongleware yet? It's been on all of the online services for some time now; it was even a "Darlah's Treat" on GENie (free download) a month or so ago. A representative from Dongleware appeared at our local user group meeting a short time ago, and I finally got to see the game in action even though it's been sitting on my hard drive for weeks! I was sold - I bought the manual right then and there and haven't been disappointed. Look for a review of OXYD shortly. I also hope to be doing some other reviews shortly, as well as some other projects I've been working on.

Until next time...

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#### :HOW TO GET YOUR OWN GENIE ACCOUNT:

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Set your communications software to Half Duplex (or Local Echo)

Call: (with modem) 800-638-8369.

Upon connection type HHH (RETURN after that).

Wait for the U#= prompt.

Type: XTX99587,CPUREPT then, hit RETURN.

GENie costs only \$4.95 a month for unlimited evening and weekend access to more than 100 services including electronic mail, online encyclopedia, shopping, news, entertainment, single-player games, and bulletin boards on leisure and professional subjects. With many other services, including the biggest collection of files to download and the best online games, for only \$6 per hour.

MONEY BACK GUARANTEE! Any time during your first month of membership if you are not completely satisfied, just ask for your \$4.95 back.

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- Welcome to...

Your RT Hosts: John Peters [GENIELAMP]  
Jim Flanagan [JFLANAGAN] & Mike White [M.WHITE25]

And They're GENie\*Basic!  
(On Page 515)

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1137 DPANEW13.ZIP      "Digital" newsletter - DOS/EGA/VGA
1136 DPANEW13.DOC      "Digital Publishing News" - March,93
1133 OPR1.EXE          ONLINE POETRY REVIEW VOL 1 NO. 1
1132 DPATool2.GIF      DPA Toolkit Full package Proof
1128 V6I7.ASC          The Teleputing Hotline (Vol. 6, #7)
1115 BBR0293.ZIP      Feb, 1993, The Bell Business Report
1109 SEE.EXE           "SEE" File Utilities

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1108	GARLIC-MAGIC.ZIP	"Garlic Magic" - by George Knoblauch
1107	EFORUM11.ZIP	Electronic Publishers Forum - #11
1106	ANSIMOUS	ANSI Editor for Macs (SEA)
1105	V6I6.ASC	The Teleputing Hotline (Vol. 6, #6)
1104	REXXCOM-DPA.ZIP	REXXCOM - ASCII Publishing System
1100	CANE0293.ZIP	CANE calendars of events in N.E.
1099	DPANEW12.ZIP	REXXCOM version of "News" for 2/93
1097	EP-WIN.EXE	DEMO W/GrapiCs E.Pulishing Windows
1096	ORPH141C.ZIP	Orpheus v.1.41 - Disk 3 of 3
1095	ORPH141B.ZIP	Orpheus v.1.41 - Disk 2 of 3
1094	ORPH141A.ZIP	Orpheus v.1.41 - From Hyperion

PACIFIC EDGE ON GENie!    The Pacific Edge Magazine has joined the  
 "\*\*\*\*\*"    GENieLamp RoundTable. Watch for new issues  
 in the library and reader support in the bulletin board.

FILE OF THE WEEK    The Teleputing Hotline Newsletter is this week's  
 "\*\*\*\*\*"    selection. Catch up on what's happening in the  
 telecommunications world, quickly and easily with The Teleputing  
 Hotline! This page, option #7.

DIGITAL PUBLISHING NEWS    The March issue of Digital Publishing  
 "\*\*\*\*\*"    Association is now available on the menu  
 (Option #5) on page 515 as well as in the library.

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> VIRUS?? STR Feature	New Virii??
"*****"	

NEW VIRUS STRAINS IDENTIFIED!  
 =====

From the Jerry Pournelle RT on Genie  
 -----

By Dave Moeller

Compiled by Lloyd E. Pulley, Sr.

Several new computer viruses have been identified:

POLITICALLY CORRECT VIRUS:  
 -----

Never calls itself a "virus," but instead refers to itself as an  
 "electronic microorganism." Infected computers immediately stop

GOVERNMENT ECONOMIST VIRUS:

CONGRESSIONAL VIRUS:

FEDERAL BUREAUCRAT VIRUS:

FEDERAL BUDGET VIRUS:

AIRLINE VIRUS:

KERVORKIAN VIRUS:

PAUL REVERE VIRUS:

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Messages \* NOT EDITED \* for content

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To our readers;

Mr. Cross decided to resurrect an old and very tired matter about the FCC and Atari with his outrageous claims that STReport didn't have the facts, was blowing smoke, etc.. STReport's contention is its Mr. Cross who's very busy "blowing smoke" in an attempt to cloud the entire matter for some unknown reasons. One can only wonder who or what is "prompting" him. The information STReport obtained from the FCC is obtainable by anyone caring to take the time and initiative to seek it out. Anyone doing so will soon discover STReport did indeed present the whole truth.

It was even more amazing to find him "proclaiming" that we couldn't reproduce his accusatory post to us without his "permission". Oh well thank fully, you can deduce the 'gist' if his latest limp thrust by the replies.

In the meantime, we welcome anyone's input in this matter. In fact, we would be pleased to assist anyone caring to verify the information by providing the telephone numbers in Washington D.C. and in Laurel MD. where the individuals are located. Mr. Cross, in the ever so usual litany, is demanding we reveal our "sources" within the FCC. How very original. Simply put, STReport will not, as always, comply with such requests. Our sources are just that.... OURS!

Mr. Cross continues to accuse and bleat nonsense about the accuracy of our presentation relative to the FCC and the events surrounding the certification of Atari computers and in particular, the Falcon030. Rest assured, STReport would not dare to misquote the Federal Communications Commission. Extreme care was exercised in composing the reports and we guarantee accuracy in their presentation.

Below, is an answer to his "allegations"....

Jerry,

To refresh your memory, this is an excerpt from message 37, Cat 18, topic 26 in the ST RT posted on Feb 07, 1993 at 11:05 EST

-> D,D.,

-> "They didn't like anyone questioning the FCC approval date.."

-> I was the one who questioned his reporting, and I was the one who  
-> proved Ralph was blowing smoke. He still has not admitted he was  
-> wrong, and he is still passing around lies about the FCC  
-> certification.

-> "I seldom, if ever, saw a common down to earth, everyday Atari  
-> user and Genie customer post a complaint about what they read."

-> What am I, a potted plant?

-----

To which this reply appeared in STR907...

Editor Note:

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Jerry, we've known each other for quite some time and I must say your insistence upon this tack of my not having the real facts concerning the FCC is ludicrous! The information was dictated to STReport and presented verbatim in STReport 902. No embellishments, nothing but the facts just the way we got them from the Engineer in Charge. You proved nothing, absolutely nothing except that of an attempt to build a facade of smoke and mirrors. The Falcon was class B certified on January 8th. Since the previous certification with its requirements were appealed by Atari, that certification was rendered invalid. You failed to understand that point of information.

About the potted plant... what type of fertilizer do you prefer?? :-)

And now in reply to your continuation in post 5, cat 12, topic 5 of the GENielamp RT.

Jerry,

Have no fear, your message will not be used as you wrote it. Its indeed your prerogative to place any restriction you wish on your "messages". I am sure you realize that, once this is done, it becomes almost impossible for you to respond to any commentary appearing in STReport however, I must politely remind you its also our prerogative to paraphrase any such message or happenstance. As for the fertilizer remarks. YOU began the topic with your humorous comments over whether or not you're a "potted plant". Thus, you sir, opened the subject not I. Please re-read your post ... the one I responded to. I also see you very conveniently ignored the smiley. Still playing to the "destructo" agenda eh?

As for the FCC, STReport was not arguing with you but your methods of trying to make an invalid point. Especially since your "smoke and mirrors game" of casting dispersions on our factual reporting of the issues and events surrounding the question on certification of the Falcon030 failed. Your continual claims of STReport and myself as you say; "blowing smoke" is absolutely ridiculous! STReport was NOT wrong in any way whatsoever concerning the FCC, Atari and the Falcon030's FCC Class B certification. In fact, we presented the \*TRUE\* FACTS \*DIRECT\* from the Federal Communications Commission. We quoted the FCC comments and remarks verbatim in STReport's Issue # 902 (No interpretations, just the facts).

Atari indeed had certification in late November 1992 for a very, very short time. Counted in days. Once the appeal over the special monitor cable was made, the certification was gone. Gone at the time we brought the matter to the attention of our readers. Gone until the Falcon030's re-certification on January 8th 1993. In fact there was no certification at all during Comdex Fall'92 it was only applied for. You cannot possibly have any idea of when STReport or myself first contacted the FCC. Yet, you try to give the readers the illusion you do. The fact is this allegation is pure fantasy on your part. Another of your many statements made with no basis in fact. You see, STReport was in contact with the FCC



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BABYLON 5    AYE or NAY?  
=====

The following is uploaded with the request that, if you support what appears below, it be further uploaded to other BBSs...local, regional, national...relay nets and networks.

It's generally recognized that there would not have been a third season of the original Trek series had it not been for the action of science fiction fans across the country who, seeing in that program something they liked, wrote to the network to keep the show on the air. Their voices were heard, and the show stayed on the air for one more season. That's the part everyone knows. What's not generally considered outside the Television Industry are all of the ramifications of that action.

At two seasons, a little over 50 episodes, there were not nearly enough episodes to go into general syndication. At two seasons, the show would have been bought as a package by fewer stations, would have popped up far less often on television sets subsequent to the original series' cancellation. It's altogether possible that it might not have shown up at all, and been consigned to the NBC vaults on the grounds of insufficient episodes for syndication marketing. (It happens; how many episodes of Captain Nice have you seen lately?)

With that third season, there were finally enough episodes on hand to go into general syndication. And it was in syndication that Star Trek gradually built up the viewership and the popularity that led to conventions, that resulted in a generation of viewers to whom the term "klinton" was not some obscure reference but a part of American popular culture. Without that third season, the Star Trek phenomenon would never have had a chance to grow.

There would have been no new novels, no animated series, no role playing games, no Star Trek I, II, III, IV, V or VI. There would have been no Next Generation or any other subsequent series.

All of that...ALL of that...happened because concerned viewers took a moment to voice their opinions to those who were in a position to listen, and to act upon those opinions.

Now... what does this have to do with Babylon 5?

Some of you have seen it. Many more of you are about to see it. Throughout the year-plus that I've been talking about this show at conventions and on the computer nets, I've emphasized a number of agendas: our desire to Get It Right; to avoid shilling and lying to fans, as is so often done by producers eager to cash in on \*SCI-FI\*; and our intention to do intelligent stories with interesting characters.

And there's one other item: I've said, time and again, not to believe any of the hype, but rather to trust to your own considered instincts. And it is that subject which is the point of this essay. You now have the opportunity to judge our efforts for yourself.

Babylon 5, as it stands in its present form, as a pilot, is the first time that the crew, the cast, the director and others have come together. Four weeks of shooting, two days of rehearsal, and a budget roughly \*ONE-FOURTH\* that of DS9's pilot. As has been stated from the very beginning, it has all the flaws you would expect of a new project, in which people have to act together for the first time, sets may or may not be all perfect, and the bugs are still being worked out. That's what a

pilot is for, to try things, see what works, adjust, and move on.

The fundamental question behind Babylon 5 comes down to this: do you like what you see? Does it make you want to see more? Have we kept our promise as far as what was actually \*delivered\* in the pilot?

Because there \*is\* more to come. There has always been a plan for a series to follow. If anything, that was the point of the entire exercise...to tell a story. To create a novel for TV that would span five years, for which the pilot is the opening chapter. Having now seen, or about to see the foundation for that story, and before being asked to lend support to that series, you have a right to some sense of what that series would entail, and what you're being asked to support. One should never sign a blank check on the bank of one's conscience. So here's a preview.

You will find out what happened to Sinclair, for starters, during the Earth/Minbari war. For nearly 10 years, Sinclair has worked to convince himself that nothing happened to him on the Line other than what seems to be the case: that he blacked out for 24 hours. He's just managed to convince himself of this. Now, suddenly, someone comes into his life and with seven words -- you'll know them when you hear them -- completely unravels the self-deception. He knows then that something DID happen to him, that someone DID mess with his mind...and he is going to find out who, and why.

The ramifications of that discovery will have a major influence on the series, on his relationships, and the future of not only his character but many others.

You will see what a Vorlon is...and what it represents. And what it may have to do with our own saga, and a hidden relationship to some of our other characters (watch the reception scene carefully). We'll discover that there are MANY players in this game. You'll find out what happened to Babylon 4, and it will call into question what is real, what is not, and the ending of that episode is one that you have not seen before on television.

We'll find that most every major character is running to, or away from something in their hearts, or their pasts, or their careers. Garibaldi's checkered past will catch up with him in a way that will affect his role and make him a very different character for as much as a full season, and have lasting effects thereafter. Lyta will take part in a voyage of discovery that will very much change her character. She will be caught up in a web of intrigue and forced to betray the very people she has come to care for.

We will see wheels within wheels, discover the secret groups behind the Earth and Minbari governments who suspect, with good reason, that one of the B5 crew may be a traitor, who sold out Earth during the Earth/Minbari war.

Some of the established empires in the pilot will fall. Some will rise unexpectedly. Hopes and fortunes will be alternately made or destroyed. At least one major race not yet known even to EXIST will make its presence known, but only gradually. Some characters will fall from grace. Others will make bargains whose full price they do not understand...but will eventually come to realize, and regret.

At the end of the first season, one character will undergo a MAJOR



change, which will start the show spinning on a very different axis. The first season will have some fairly conventional stories, but others will start the show gradually moving toward where I want it to go. One has to set these things up gradually. Events in the story -- which is very much the story of Jeffrey Sinclair -- will speed up in each subsequent season.

Someone he considers a friend will betray him. Another will prove to be the exact opposite of what Sinclair believes to be true. Some will live. Some will die. He will be put through a crucible of terrible force, that will change him, and alter his destiny in a profound and terrible way...if he goes one way, or the other, will determine not only his own fate, but that of millions of others. He will grow, and become stronger, better, wiser...or be destroyed by what fate is bringing his way. In sum, it is a story of hope against terrible adversity and overwhelming odds.

Each of our characters will be tempted in a different way to ally with a dark force determined to once and for all destroy the peace. Some will fall prey to the temptation, others will not, and pay the price for their resistance.

The homeworld of one of our major characters will be decimated. War will become inevitable. And when it comes, Babylon 5 will be forever changed.

That, in broad brush strokes, is a little of what I plan to do with the series. It is, as stated, a novel for television, with a definite beginning, middle and end. The point being this:

If you genuinely approve of what you see in Babylon 5, if what we promised is what we delivered, if having seen the prologue to the five year story that is Babylon 5 you now wish to see the rest of the story...if, in short, we haven't lied to you, and you like what you see...then I ask that you voice your opinions. Space Rangers has been canceled; the fate of other SF shows is in question because studios and networks just aren't sure that there's a market for another SF series.

How can YOU help?

By doing the following:

- 1) Write or fax the program director of your local TV station, the one that aired Babylon 5, telling them that you want to see the series which follows Babylon 5, and why.
- 2) Send another letter, or a copy of that letter to Dick Robertson, Sr. Vice President, Warner Bros. Domestic Television Distribution, 4000 Warner Boulevard, Burbank, California, 91522.

If, on the other hand, you think we blew it...then let the show go the way of the trilobite. I've railed more than once against the idea that "Bad SF is better than no SF," and won't back off of that now that it's my own child on the railroad ties, waiting to see if a Mountie will untie it before the incoming train does its grisly business.

It's your choice, and your voice. And if you don't think one voice matters, think of the long history of a certain other show that would have long ago been consigned to the vaults of television history had it not been for involved and interested viewers.

We made the show, and did the very best that we could. Now it's in your hands...

J. Michael Straczynski,  
Creator of Babylon 5

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> SUCCESS? STR Spotlight  
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## Success at Whose Expense?

SUCCESS - AT WHOSE EXPENSE?  
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compiled by R. F. Mariano

The following series of articles are factual, with the actual facts, research material and documents being supplied by the participants in this situation. STReport gave you an inkling of its enormous proportions last year as the reports began filtering in. Now with the preponderance of data in our hands, we will attempt to illustrate the facts surrounding the cause of the preliminary reports last year and the results to date with an unbiased, factual approach. This article will comprise the actual documents and comments by the individuals involved.

Documentation and Information supplied by Mark Dalldorf.

I, Marcus E. Dalldorf, owner and sole proprietor of San Jose Computer, do solemnly swear that the following is true and correct to the best of my knowledge.

The first item, a letter from Goldleaf to Mark Dalldorf of San Jose Computer, forwarded to STReport by Mark Dalldorf, pretty much illustrates the situation.

Dear Mark:

This letter will summarize our financial arrangements. Goldleaf owes San Jose Computer the following sums:

- 1) \$15,400 refund of the purchase price of the ScanMate drum scanner.  
 \*\*["Acknowledgment of owing scanner to San Jose Computer."]

- 2) \$ 1,258 credit against San Jose's purchase of a Fujitsu 520MB hard drive to complete the Image Speeder. (New Fujitsu pricing is \$1050 from La Cypress.
- 3) \$ 200 credit for an upgrade to a high density disk drive.
- 4) \$ 155 credit against the purchase of an 88mb Syquest mechanism. (A 44 MB unit was delivered with the system and is now standard on all Image Speeders.)
- 5) \$ 1,259.97 refund of the purchase of an Epson scanner which was later purchased from a distributor due to Epson delivery delays.
- 6) \$ 1,600 in rental fees for the ScanMate scanner.

\*\*["Sold to another individual without San Jose's permission."]

TOTAL OWED TO SAN JOSE COMPUTERS: \$19,872.97

San Jose Computer owes Goldleaf the following sums or items:

- 1) \$ 320.92 for one copy of GT Scan Software (This represents the difference between the Goldleaf level one dealer price of \$1,260 for the Epson and the \$938.75 each San Jose paid a distributor for the units.)
- 2) San Jose Computer is storing or using four PTC 1426 color monitors and two 2 MB TT030's for use as customer loaner units. The agreement was that San Jose was to repair the TT's and then could use them as loaners for prospective qualified customers to try Retouche CD and Didot Pro. Atari will repair or replace motherboards per the agreements Goldleaf made with Atari through Mike Groh to fix San Jose's inventory problems. Total collateral value of approximately \$4,496.00 after repair of two TT's.
- 3) Polaroid 4 x 5 camera and 545 film loader. SRP of \$750. Level one dealer price of \$450.00.
- 4) Invoice #8576 credit for \$259.94.

TOTAL GOLDFLEAF CREDITS TO DATE: \$ 580.86

GOLDFLEAF COLLATERAL TO DATE: \$4,946.00

In order to resolve the debt of \$19,292.11, Goldleaf will deliver the following additional collateral:

- 1) An Image Speeder. Current price list is \$19,995 for 26 MB of RAM, a 44MB Syquest, 520 MB Fujitsu hard drive and the hardware screening and accelerator boards. Level 1 dealer price of 40% discount is \$11,997.00. The unit to be delivered does not have a Fujitsu drive so an additional credit of \$1,258 will be applied since that is what San Jose paid for a second drive (new price is \$1,050). It also has 20 MB of RAM, including 16 MB TT RAM and 4 MB ST RAM. Additional credits of \$422 for the 26 MB RAM board's difference. Total collateral value is \$10,739.00.
- 2) Two copies of Retouche Professional CD. SRP is \$1,999.95. Level one

dealer price is \$1,199.97 each. Total collateral value of \$2,399.94.

- 3) Three copies of Retouche Professional. SRP \$999.95. Level one dealer price is \$599.97. Total collateral value of \$1,799.91.
- 4) One copy of Didot Professional. SRP is \$999.95. Level one dealer price is \$599.97. Total collateral value \$599.97.
- 5) Four copies of CompoScript. SRP is \$349.95. All Compo products are sold at a 35% discount. Dealer price is \$ 227.47 each. Total collateral value if \$909.88.
- 6) Four copies of That's Write. SRP is \$199.95. Dealer cost is \$129.97. Total collateral value of \$519.88.
- 7) Four copies of MacRead. SRP is \$49.95. Dealer cost is \$32.47. Total collateral value of \$129.88.

ADDITIONAL GOLDLEAF COLLATERAL:	\$17,098.46
TOTAL GOLDLEAF COLLATERAL:	\$22,044.46
TOTAL DEBT:	\$19,292.11
GOLDLEAF POTENTIAL CREDIT BAL.	\$ 2,752.35

These items may be sold by San Jose Computer at suggested retail prices but never less than the collateral value. Delivery of these items does not release Goldleaf from its obligation to resolve the monies owed San Jose Computer within 30 days from the date of this letter. San Jose Computer agrees to keep Goldleaf informed of any such sales on a weekly basis and will issue a credit memo to the account upon each sale. Goldleaf agrees to keep San Jose Computer informed on a weekly basis of its efforts to secure a cash refund or offsetting equipment sale of a film processor or scanner acceptable to San Jose Computer.

\*\*["The above never happened at all."]

Goldleaf, San Jose Computer, Mark Dalldorf, Lauren Flanegan and John C. Fox agree to keep the terms of this agreement confidential. As long as these arrangements are kept confidential, and as long as San Jose Computer refrains from making negative or derogatory remarks about Goldleaf to any third party, Goldleaf will continue to provide sales and technical support to San Jose in the form of leads, referrals, demonstrations and training. Mark Dalldorf will contact the dealers and vendors that he has discussed this matter with to inform them that we have resolved the matter without revealing the terms of the agreement.

\*\*["Forget the truth, what support. San Jose won't lie for anyone."]

Goldleaf is committed to resolving this matter within 30 days and to helping San Jose Computer achieve success as a level one Goldleaf Computerbild System House dealer.

Sincerely,

(signed)

Lauren Flanegan-Sellers  
President

(signed)

John C. Fox  
Vice President and COO

Receipt of goods acknowledged and terms agreed to:

SAN JOSE COMPUTER

BY: (signed) 4/14/92

Mark Dalldorf, Owner

\*\* comments noted in documentation are hand written in by Mr. Dalldorf.

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The following fax, according to Mark Dalldorf was given to him by Goldleaf with instructions to fax it to:

Amy Salmons  
Alan Greene (Click Publishing)  
3K Computerbild  
Scanview (Samir Lehalf in Denmark)  
AGS Us & Canada

SAN JOSE COMPUTER

April 23 1992

FACSIMILE TRANSMISSION

TO: Alan Green  
Click Publishing  
FAX # 717-374-7195

FROM: Mark Dalldorf  
San Jose Computer

RE: Goldleaf Publishing

Dear Alan:

The purpose of this letter is to clarify the situation between Goldleaf and San Jose Computer.

There was a dispute between our two companies which is rather complicated and which came about due to miscommunication and misunderstanding among several parties. What is important is that we have resolved the dispute to our mutual satisfaction. Our two companies are working closely together again to achieve success in the publishing market.

There are a number of damaging and untrue rumors circulating about Goldleaf. It is my hope that this letter will help quell those rumors so that we can all refocus on our respective businesses.

Sincerely,

Mark Dalldorf  
Owner

1278 Alma Court San Jose Ca 95112  
Voice 408/995-5050 Fax 408/995-5083

Editor Note:

Mark Dalldorf included a hand written note pertaining to the above FAX claiming it was not composed or written by him but by Goldleaf. "At first, I refused to send it 'cause it was just plain ridiculous. But, I figured you could use a laugh around now." he wrote.

====

Another letter....

DATASTREAM IMAGING SYSTEMS INC.  
360 East Vine Street  
Lexington, Kentucky 40507  
606-253-6686  
authorized  
Business Partner  
LINOTYPE-HELL

June 11, 1992

Mr. Mark Dalldorf  
San Jose Computer Store  
San Jose CA.

Dear Mr. Dalldorf:

I am sending you this letter to confirm our phone conversations concerning Goldleaf Publishing. Datastream ordered a Scanview drum scanner in December of 1991. We received the scanner in February of 1992. The scanner never worked correctly. Upon meeting the manufacturer at a trade show, multiple overseas phone calls and letters we came to discover that the serial number of the machine that Goldleaf sold me and the serial number of their demo unit that Goldleaf had purchased and never paid for matched. In the interim, I found out that San Jose Computer also had paid for the same scanner sold to me. Scanview and AGS, another distributor for the scanner supplied me with a new scanner and I shipped the original back to Scanview in Denmark. I have enclosed copies of the checks that were paid to Goldleaf for the scanner. I can only conclude that Goldleaf was paid twice for the same scanner and that as far as I know, I have never paid Scanview for it. I cannot stress to you enough the problems and expense this has cost my company. I will never have any future dealings with Goldleaf publishing.

If you should need any further information, please do not hesitate to call on me.

Sincerely

(signed)

Amy C. Salmons  
Administrator

Enclosure

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The following letter was sent on an 'official' Atari Letterhead.

Atari Computer Corporation  
1196 Borregas Ave.  
Sunnyvale, CA 94089  
408-745-2000

May 29, 1992

Mark Dalldorf  
San Jose Computer  
1278 Alma Ct.  
San Jose, CA 95123

Dear Mark:

The purpose of this letter is to reinforce our strong support for Goldleaf Publishing Inc.

Goldleaf Publishing is one of Atari Computer's strategic business partners. We very much appreciate Goldleaf's skill and hard work to create new markets for Atari Computers in the traditional prepress, desktop publishing and photographic markets.

We have worked closely with Goldleaf in conceiving and implementing a publishing market strategy for the Professional Systems group of Atari Computer. Some results from our work together include the Direct to Press Brochure and Direct to Press public relations campaign. Additionally, Goldleaf has been among our select group of strategic business partners invited to exhibit in our booths at important shows like CEPS, COMDEX and Seybold Fall.

Goldleaf has expended significant effort and spent substantial dollars to build new markets. They have recruited and trained dealers, advertised in national publications such as Publish!, Business Publishing and Color Publishing magazines, and exhibited at numerous national trade shows such as Seybold Spring and Seybold Fall, NCGA, Gutenberg, Digital 92 and the Photo Market Association. Goldleaf's marketing Plan included continued advertising and trade show activity to expose Atari Computer products to new customers.

Goldleaf has sent thousands of leads to their authorized resellers as a result of their marketing activity. They have conducted seminars and gone to local and regional shows in partnership with their authorized resellers. We respect Goldleaf's commitment to building a reseller channel. We are grateful for their support of Atari Corporation and frankly, we wish we had more software publishers like them.

From our roving reporter who spied this message; "According to the manager of the Babbages where I buy most of my Lynx games from... It looks like the chain will be dropping Lynx games too! That means now the 3 major Lynx sellers, Toys R' Us, Software Etc, and Babbages have dropped Lynx from their stores. Gee, its getting hard to find titles for the doogone thing! Another one bites the dust.... THANKS ATARI!



- Sunnyvale, CA

FALCON040 AGAIN CONFIRMED!

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Bob Brodie recently stated; "I've been very plain about the fact that we have an 040 in the works. Do we have an 040 in the works? You bet! Is it a "Falcon040"? Or is it an EAGLE? Or a Hawk? My point is that we must not begin persuing more vaporware that is not the result of any Atari announcement, but rather the result of a lot of wishful thinking and rumor mongering by the userbase.

\*\*\*\*\*

STReport's "EDITORIAL CARTOON"

\*\*\*\*\*

> A "Quotable Quote" "..."WAFFLES ANYONE??..."

\*\*\*\*\*

"WE NEVER SAID MARCH 1ST!....  
WE SAID THE \_THIRD WEEK\_ IN MARCH!!....  
BESIDES, FALCONS ARE SHIPPING IN EUROPE NOW!!!"

... Cap't. of the Maypole  
"Shall We Dance?"

\*\*\*\*\*

> DEALER CLASSIFIED LIST STR InfoFile

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\* Dealer Listings \*

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ABCO COMPUTER CONSULTANTS

=====

P.O. Box 6672  
Jacksonville, Florida 32236-6672  
Est. 1985  
1-904-783-3319

\*\*\*\*\*

COMPUTER STUDIO

=====

WESTGATE SHOPPING CENTER  
40 Westgate Parkway - Suite D  
Ashville, NC 28806

1-800-253-0201

\*\*\*\*\*  
SAN JOSE COMPUTER  
=====

1278 Alma Court  
San Jose, CA. 95112  
1-408-995-5080

(Dealers; to be listed here, just drop us a line.)

\*\*\*\*\*  
STReport International Online Magazine  
-\* [S]ilicon [T]imes [R]eport \*-  
\*\*\*\*\*

STR Online! "YOUR INDEPENDENT NEWS SOURCE" February 27, 1993  
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